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SET UP PROCEDURE FOR H.E.S. 4-IN-1 CARTRIDGE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.

1. Use up and down control pad to move arrow and select game of your choice.
2. Press start.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

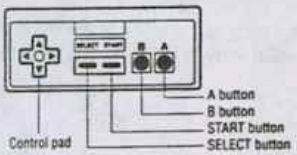
- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

LITTLE RED HOOD — INSTRUCTIONS

INTRODUCTION

Little Red Hood must kick the tree trunk to search for fruits and treasures hidden under stones. Eat enough fruit and get the hidden key to show the flashing ladder to pass to the round. Be careful, the goblins are wicked but don't worry about them, your Loyal dog will help you.

CONTROLS FUNCTIONS



CONTROL PAD ARROWS - Move the Little Red Hood in the indicated direction.

A BUTTON - Push to kick, to fly or to identify goods.

B BUTTON - Push to use weapon, to jump or to select goods.

START BUTTON - Starts the game. Also pauses the game.

SELECT BUTTON - Selects option on the screen. Select neither one or two player mode. You are only allowed to continue three times.

SPECIAL ITEMS

Key:	Collect the key to enter next worlds.
Star Knife:	Throw the star knife to destroy enemy.
Antidote:	Neutralise poisons.
Magic Peach:	Replenishes your life force completely.
Gold Ingot:	You need it to buy your essentials.
Store:	You can buy what ever you need.

Key

Star Knife

Antidote

Magic Peach

Gold Ingot

Store

SPECIAL ANIMAL

White Dog: It will help you to destroy enemies.

White Dog

ENEMIES

Cobra:	One bite from this venomous snake will decrease your life source by one notch.
Monkey:	One strike from this monkey will decrease your life force by one notch.
Goblin:	They will catch you everywhere. They are hard to deal with.
Hedgehog:	When they are close, take care of yourself and leave quickly.

Cobra

Monkey

Goblin

Hedgehog

BOSSES

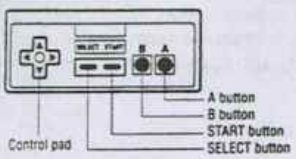
Bear

Big Wolf

METAL FIGHTER — INSTRUCTIONS

When Joyvan Kid returns to earth from his intergalactic trip in the year 3001, he finds the planet is under siege from an evil group of mechanical beasts. He takes on the challenge to save his beloved planet.

CONTROL FUNCTIONS



CONTROL PAD ARROWS - move up
- move down
- move left
- move right

SELECT BUTTON - not used

START BUTTON - starts game and pause

A BUTTON - pause and jump

B BUTTON - Fire

SPECIAL OBJECTS

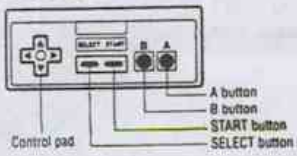
ENERGY	You start with an energy level of 3 which deteriorates as you get hit.
LIVES	You start with 3 lives.
WEAPONS	F = lets you fly S = speed up L = laser fire ability M = missile fire ability D = direct laser fire ability U = up-force protection and added fire

PIPEMANIA — INSTRUCTIONS

INTRODUCTION

Great game of challenge and strategy. The idea is to repair the underground pipes and keep the waterstream going.
A sequential selection of pipes is available at the bottom of the screen and you may place the next available pipe at the most appropriate place (on professional mode two batches of pipes are available).
The first barrier can only be passed as you connect at least 40 pipes. As you pass each barrier, one more pipe will be added. After 3 barriers, you are entering the points section where you are able to rotate the pipes and connect them by using **A+B BUTTON** so as to gain higher points.
If you reach or exceed the normal points, you just press **A BUTTON** to accelerate the waterstream. You can also press the **SELECT BUTTON** to enter a different floor of pipes (3 floors available) so that the game becomes more flexible to play.

CONTROL FUNCTIONS



CONTROL PAD	-	Moving the position of the pipes to be connected
A BUTTON	-	Acceleration of waterstreams
B BUTTON	-	Connecting pipes
A+B BUTTON	-	Selecting pipes from the right frame (For professional mode only)
START BUTTON	-	Starts game and pause
SELECT BUTTON	-	Select different layers of water pipes

When signing your name, use Control Pad to choose letters, press **A BUTTON** to finish signing and **B BUTTON** to repeat. (You must score more than 1000 points before you can sign your name).

GETTING STARTED: SELECT MODE

OPTION: One player
Two players
Professional

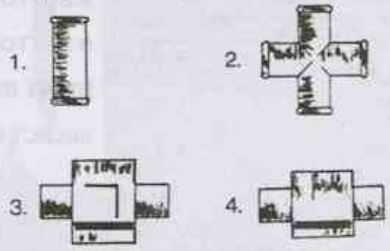
LEVEL: Practice (no score)
Normal
Hard

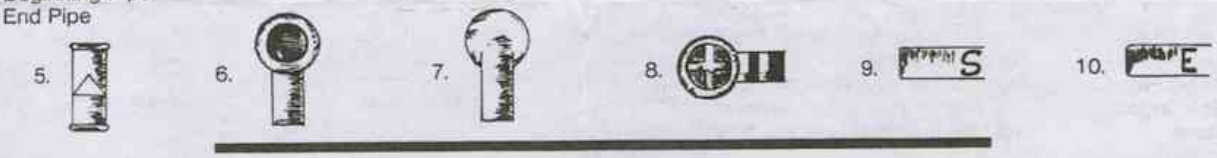
B.G.M. (Background Music)
My teacher
Great Race
Routine Lie

Make your selection using Control Pad, then enter using **B BUTTON.** Press **START.** The computer picks at random the starting floor, this is shown at bottom left corner of screen. You should start joining pipes from point **S (START).** Use Control Pad to place pipe into position, then press **B BUTTON** to enter.
Each correct pipe you place that allows the waterstream to flow, gives you 20 points and you can get 200 points when water comes through the storage pipe and point pipes. You can also get 200 points when water comes through the cross pipe twice. Any failure of water coming through pipes or pipes being bombed out will cause deduction of 20 points.

TYPES OF PIPES AND POINTS

1. Normal Pipe - 20 points
2. Cross Pipe - 200 points (water flows horizontally and vertically)
3. Storage Pipe - 200 points (also used to slow down waterstream)
4. Points Pipe - 200 points
5. One Way Pipe - 20 points
6. Up Pipe - use to go to floor up
7. Down Pipe - use to go to floor down
8. Exit Pipe - join to this pipe when you are on the next floor
9. Beginning Pipe
10. End Pipe





TWIN EAGLE — INSTRUCTIONS

Enter the exotic South Pacific. Here, the most beautiful islands on earth have been invaded by a vicious terrorist organisation: DAMNED - Destructive Armed Militant Enemy Devotee. The enemy's reign of terror has gone on for over 5 years. It must be stopped now!

PREPARE FOR BATTLE

1. Press **START** at the title screen.
2. Choose *DOUBLE STRIKE* (Menu 1, Game 6) and press **START.**
3. Press **START** to begin the stampede!

CONTROLS FUNCTION

START	-	Begins a new game. Pauses or resumes a game in progress.
SELECT	-	Select **ONE** or **TWO** Players.
DIRECTION PAD	-	Moves your aircraft up, down, back and forth.
A BUTTON	-	Fires your Wing Cannons, which have unlimited fire power and will change based on the last **POWER-UP** you grab.
B BUTTON	-	Drops bombs on enemies below you.

ENTER AND DESTROY!

You alone or you and a buddy will pilot an experimental Thrasher Hawk-7. Fly in low on a secret mission of destruction. With unlimited fire power and Power-Up you will be fully equipped for the offensive attack. You must rid each of the 9 islands of their enemy fortresses. Use stealth, cunning and strategy, because you must not fail. Many of the enemy fightercraft have been photographed by satellite. Here are just a few of their attacking forces.

Blasting a red enemy fightercraft releases one of **6 POWER-UPS** which increase the destructive force of your aircraft.

One Up | Invincibility | Drop Bombs | Multi Fire | Triple Fire | Double Fire